



2133992

1/2

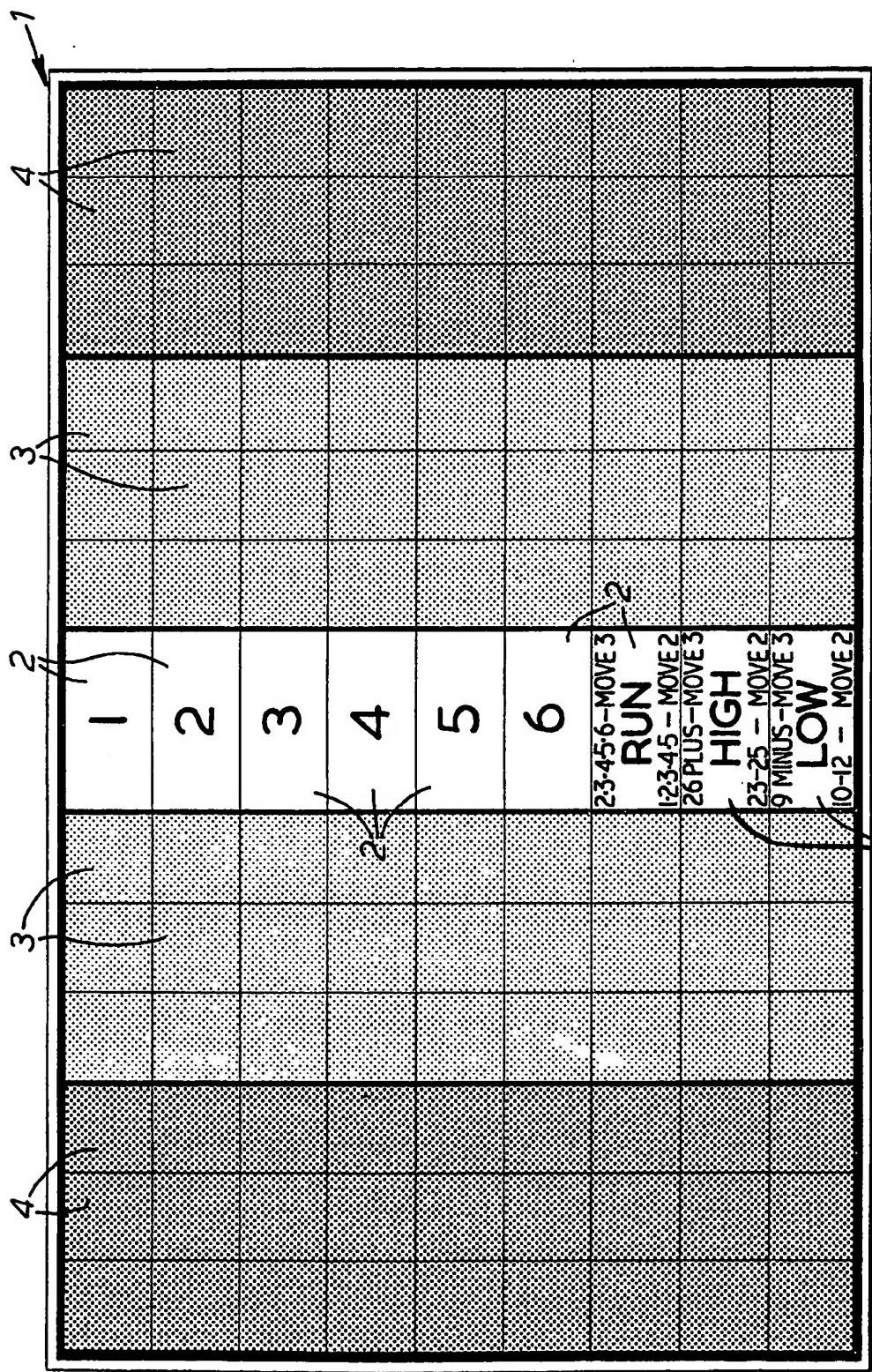


FIG. I.

2133992

2/2

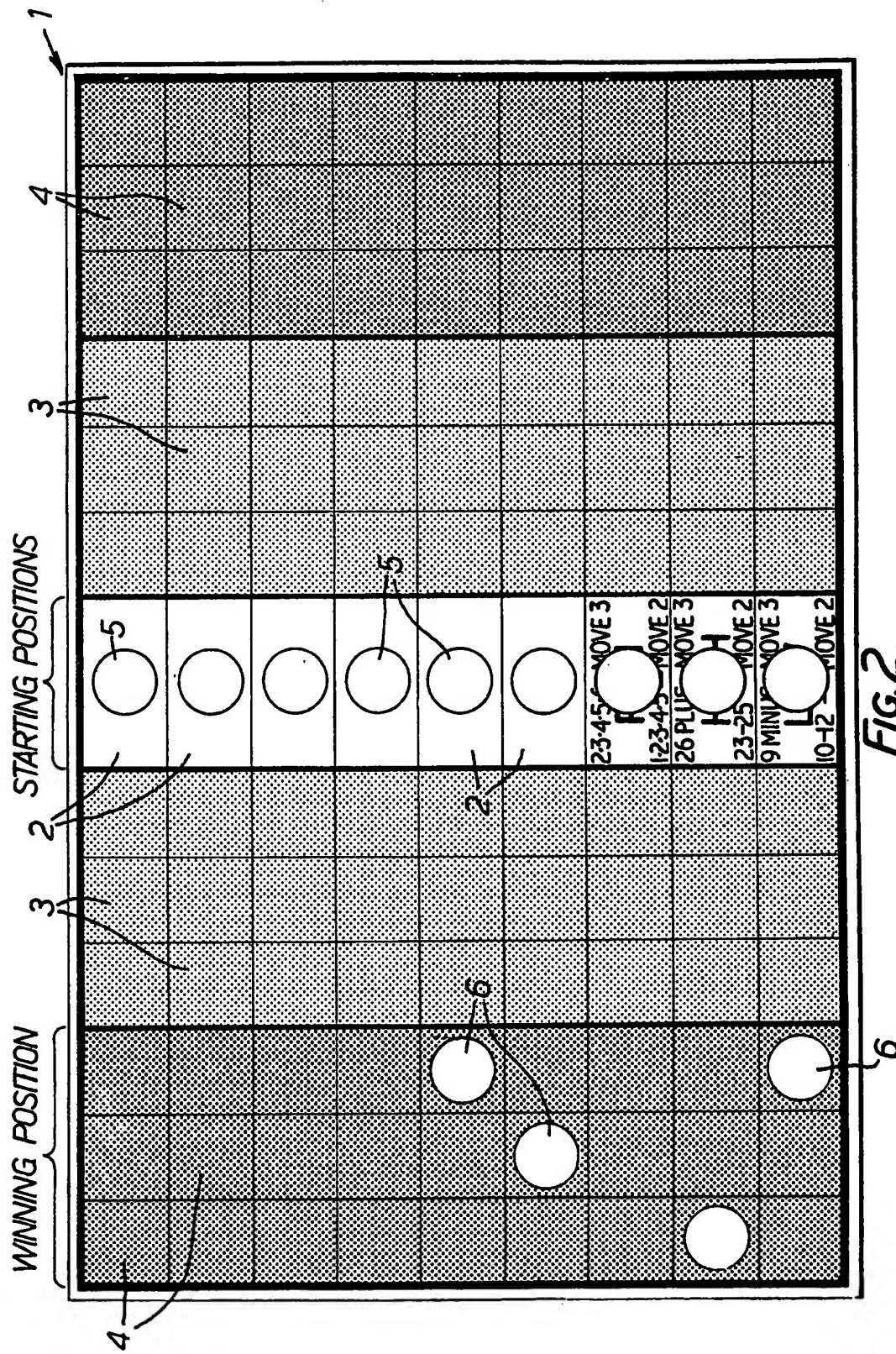


FIG. 2.

**SPECIFICATION**  
**Board game**

- This invention relates to board games, and more especially relates to a board game for two players wherein playing pieces are moved on a playing board in accordance with numbers selected by throwing dice.
- The present invention has for an object to provide a board game wherein the element of chance associated with the throwing of dice to determine a player's move, is combined with an element of choice in making each move whereby the success achieved by a player is a measure of skill and mental agility.
- According to the present invention a board game comprises a plurality of dice, a playing board having a playing surface marked to define six starting compartments which are marked distinctively to correspond with markings on the six sides of each die and at least one further starting compartment, and playing pieces one for each compartment, the playing surface being further marked to define on each side of each of the starting compartments a lane of playing compartments which extends across the board away from the starting compartments and wherein the playing compartments comprise intermediate compartments and finishing compartments which are differently marked so that the intermediate compartments are distinguished from the finishing compartments and wherein the intermediate compartments are positioned between the starting compartments and the finishing compartments.
- As will hereinafter be explained, the object of the game is to move a predetermined number of the playing pieces from the starting compartments via the intermediate compartments to the finishing compartments in accordance with throws of the dice and in accordance with the rules of the game, the winner of the game being the player who first achieves this object.
- The playing board may conveniently be rectangular with the starting compartments extending contiguously from side to side across the playing board and the playing compartments extending therefrom in contiguous juxtaposed lanes to opposing ends of the playing board.
- There may be provided three further starting compartments marked respectively 'RUN', 'HIGH' and 'LOW'.
- The playing compartments may be arranged symmetrically on each side of the starting compartments.
- The playing compartments may be square.
- The playing board may be made of various materials such for example as cardboard, wood, leather, a plastics material, or of a combination of these materials.
- The playing board may be marked appropriately by means of printing.
- The starting compartments, the intermediate compartments and the finishing compartments may be distinguished by means of colour.

- The playing pieces may comprise similar counters.
- The counters may be made of various materials such for example as a plastics material or wood. The counters may be magnetic counters.
- The markings on the six sides of the dice may be the numbers 1 to 6.
- The game may comprise five dice.
- The game may be boxed and include a receptacle for throwing the dice.
- If desired, in order to introduce a gambling element, a doubling die as used in backgammon may be employed.
- One embodiment of the invention will now be described solely by way of example with reference to the accompanying drawings in which:
- Figure 1 is a plan view of a playing board; and
- Figure 2 is a somewhat schematic view of the playing board of Figure 1 showing the positions of playing counters for starting a game and when they are placed in a winning position.
- Referring now to the drawings, the board game comprises a playing board 1 which may be fabricated from cardboard, wood, leather, or a plastics or other material. As shown, the playing board 1 is generally rectangular in shape. Across the centre of the board 1 there are arranged a row of generally rectangular starting compartments 2. Nine starting compartments 2 are provided, six of which bear the numbers 1 to 6 and the remaining three of which are marked with the words 'RUN', 'HIGH' and 'LOW' respectively. The three starting compartments which are marked with the words 'RUN', 'HIGH' and 'LOW' are also marked as indicated with the number of moves allowed for the stated dice runs or totals. On each side of each of the starting compartments 2, there are arranged a lane or chain or square playing compartments comprising intermediate compartments 3 and finishing compartments 4.
- In addition to the playing board, the game comprises nine playing pieces comprising counters 5 which are initially placed on the starting compartments 2 as shown in Figure 2.
- The game is for two players and the object of the game is to move at least three of the counters 5, in accordance with the rules, from the starting compartments 2 via the intermediate compartments 3 to the winning compartments 4 that are nearest each player. A winning position is illustrated in Figure 2 wherein four counters 6 have been moved to occupy four of the finishing compartments 4.
- The game is preferably called Quadwrangle and the rules for Quadwrangle may be written as follows:
1. Quadwrangle is a game for two players who sit at opposite ends of the playing board 1.
  2. The game is won by the player first getting three playing pieces into the dark colour finishing compartments 4 of the playing board 1 nearest to that player.
  3. The game is commenced by placing the board 1 on a flat surface with the dark colour finishing compartments 4 nearest to each of the



- two players, and one playing piece is placed on each of the light coloured starting compartments 2.
4. The two players take it in turn to roll the five dice. Either the original roll can be accepted, or the player can leave down any number, or none, of the dice and re-roll the others. He or she can now accept this roll, or re-roll as before, picking up, if he or she wishes, any dice that have been left from the first roll. Up to three rolls are permitted, and after moving, the dice are handed to the other player.
5. The playing pieces move as follows:
- For a pair (for example two sixes) move the playing piece in the 6-lane one space towards yourself.
- For three of a kind (for example three fives) move the playing piece in the 5-lane two squares towards yourself.
- 20 For four of a kind move the relevant playing piece three squares towards yourself.
- For five of a kind move the relevant playing piece four squares towards yourself.
- For two pairs (for example a pair of threes and a pair of fives plus an odd die) move the playing pieces in the 3 and 5-lanes one square each towards yourself.
- 25 For a full house (for example three fours and a pair of sixes) move the playing piece in the 4-lane two squares towards yourself and the playing piece in the 6-lane one square towards yourself.
- 30 6. RUN — Should you throw a low run (1.2.3.4.5), the playing piece in the RUN lane may be moved two squares towards yourself. Should you throw a high run (2.3.4.5.6), the playing piece in the RUN lane may be moved three squares towards yourself.
- 35 7. HIGH — If your five dice total is 23, 24 or 25, the playing piece in the HIGH lane may be moved two squares towards yourself. If your five dice total is 26 or more, the playing piece in the HIGH lane may be moved three squares towards yourself.
- 40 8. LOW — If your five dice total is 10, 11 or 12, the playing piece in the LOW lane may be moved two squares towards yourself. If your five dice total is 9 or less, the playing piece in the LOW lane may be moved three squares towards yourself.
- 45 9. NOTE — It is not possible to *combine* moves in the HIGH and LOW lanes with moves in the 1- to 6-lanes, but you sometimes have the *choice* of plays. (For example, if you end with 6—6—6—5—5 you could move three squares in the HIGH lane *or* two squares in the 6-lane and 55 one square in the 5-lane — *but not both*.)
- 50 10. A playing piece cannot go beyond the back rank of darker finishing compartments 4 so it may not always be possible to take full advantage of some rolls.
- 55 11. No playing piece is ever 'out of play'. So even if a playing piece is on the back rank nearest to you, it can always be moved away by your

opponent's roll.

12. When travelling up and down a lane, the centre rectangle constituted by the starting compartments 2 counts as one playing compartment.
- It is to be appreciated that the rules for Quadwrangle may be varied as may be decided by the players. Thus, for example, the game may be won by the player first getting four instead of three playing pieces into the dark colour finishing compartments 4 of the playing board 1 nearest to that player. The playing board 1 may be coloured such that the starting compartments 2 are yellow, the intermediate compartments 3 are orange, and the finishing compartments 4 are red.

#### CLAIMS

1. A board game comprising a plurality of dice, 80 a playing board having a playing surface marked to define six starting compartments which are marked distinctively to correspond with markings on the six sides of each die and at least one further starting compartment, and playing pieces one for 85 each compartment, the playing surface being further marked to define on each side of each of the starting compartments a lane of playing compartments which extends across the board away from the starting compartments and 90 wherein the playing compartments comprise intermediate compartments and finishing compartments which are differently marked so that the intermediate compartments are distinguished from the finishing compartments 95 and wherein the intermediate compartments are positioned between the starting compartments and the finishing compartments.
2. A board game according to claim 1 in which the playing board is rectangular with the starting 100 compartments extending contiguously from side to side across the playing board and the playing compartments extending therefrom in contiguous juxtaposed lanes to opposing ends of the playing board.
- 105 3. A board game according to claim 1 or claim 2 and including three further starting compartments marked respectively 'RUN', 'HIGH' and 'LOW'.
4. A board game according to any one of the 110 preceding claims in which the playing compartments are arranged symmetrically on each side of the starting compartments.
5. A board game according to any one of the preceding claims in which the playing 115 compartments are square.
6. A board game according to any one of the preceding claims in which the starting compartments, the intermediate compartments and the finishing compartments are distinguished 120 by means of colour.
7. A board game according to any one of the preceding claims in which the playing pieces

comprise similar counters.

8. A board game according to any one of the preceding claims and including five dice.

9. A board game substantially as herein  
5 described with reference to the accompanying drawings.

---

Printed for Her Majesty's Stationery Office by the Courier Press, Leamington Spa, 1984. Published by the Patent Office,  
25 Southampton Buildings, London, WC2A 1AY, from which copies may be obtained.